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The image shows two screenshots of the MIT App Inventor interface. The top screenshot is the 'Designer' view, showing a mobile phone screen titled 'How Are You Feeling?' with three buttons ('Happy', 'Angry', 'Sad') and two charts (a bar graph and a pie chart). The bottom screenshot is the 'Blocks' environment, showing the script for the application. The script initializes global variables for button totals and then handles button clicks to update these totals and refresh the charts.

Designer View:

- Screens: Screen 1
- Components:
 - User Interface: Button, Checkbox, CircularProgress, Datepicker, Image, Label, LinearProgress, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, Switch, TextBox, TimePicker, WebViewer
 - Layout
 - Media
 - Drawing and Animation
 - Maps
- Properties for pieGraph component:

 - Appearance:
 - AxesTextColor: Default
 - BackgroundColor: Cyan
 - Description:
 - Height: Automatic
 - Width: Automatic
 - LegendEnabled: True
 - PieRadius: 100
 - ValueFormat: Decimal
 - Visible: True
 - Behavior:
 - Type: pie
 - XFromZero: False
 - YFromZero: False

- Blocks for pieGraph component:

 - set pieGraphData2D -> Colors to [make a list]
 - set pieGraphData2D -> Colors to [make a list]

Blocks Environment:

- Built-in categories: Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures.
- Screen category: spacerhorizontal, spacervertical, Rename, Delete, Upload File.
- Script for Screen1.Initialize:

 - do set barGraphData2D -> Colors to [make a list]
 - set pieGraphData2D -> Colors to [make a list]

- Global variable initializations:

 - initialize global [happyButtonTotal] to 0
 - initialize global [angryButtonTotal] to 0
 - initialize global [sadButtonTotal] to 0

- Script for happyButton.Click:

 - when happyButton - Click
 - do set global happyButtonTotal -> [get global happyButtonTotal + 1]
 - call UpdateCharts

- Script for angryButton.Click:

 - when angryButton - Click
 - do set global angryButtonTotal -> [get global angryButtonTotal + 1]
 - call UpdateCharts

- Script for sadButton.Click:

 - when sadButton - Click
 - do set global sadButtonTotal -> [get global sadButtonTotal + 1]
 - call UpdateCharts

- Script for resetButton.Click:

 - when resetButton - Click
 - do call barGraphData2D -> Clear
 - call pieGraphData2D -> Clear
 - set global happyButtonTotal -> 0
 - set global angryButtonTotal -> 0
 - set global sadButtonTotal -> 0



